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INSTALLING THE GAME

To Install 4x4 EVO:

1. Start the Windows 95/98/2000 or NT 4.0 operating system.

2. Make sure all other applications on your computer are closed.

3. Insert the 4x4 EVO CD into your CD-ROM drive. The 4x4 EVO Installation Menu should appear. If the installation menu does not appear within one minute after inserting the CD, double click on the "My Computer" icon on the desktop. A window should open displaying all of your drives on your computer. Double click the CD-ROM icon into which you inserted the 4x4 EVO CD. A new window should appear showing all the files on the 4x4 EVO CD. Find the "setup" icon in the list and double click on it. The 4x4 EVO installation menu should appear.

Follow the instructions in the installation menu to install 4x4 EVO to your hard drive.

UNINSTALLING THE GAME

To uninstall 4x4 EVO do the following:

1. Start the Windows 95/98/2000 or NT 4.0 operating system.

2. Go to the 4x4 EVO folder in the START>Programs menu and left click on the Uninstall 4x4 EVO Icon.

STARTING THE GAME

To start 4x4 EVO do the following:

1. Start the Windows 95/98/2000 or NT 4.0 operating system.

2. Make sure the 4x4 EVO CD is in your CD-Rom drive.

3. Go to the 4x4 EVO folder in the START>Programs menu and left click on the 4x4 Evolution Icon.

C O N T R O L S

M E N U   C O N T R O L S

Up/Down/Left/Right	Up, Down, Left, Right Arrow keys
Select.	ENTER key
Cancel.	ESC key
Menu Help	F1 key
Switch Lists	CTRL-TAB key combination
Page Up.	PAGE UP key
Page Down	PAGE DOWN key

G A M E   C O N T R O L S

Steering Left/Right	Left Arrow, Right Arrow keys
Rescue	H key
Toggle Lights.	L key
Toggle 2WD/4WD-Hi.	4 key
4WD-Low	4 key
Shift Up.	A key
Shift Down.	Z key
Change Viewpoint	V key
Handbrake.	E key
Brake.	Down Arrow key
Accelerator.	Up Arrow key
Escape.	ESC key

K E Y B O A R D   C O N T R O L S

Change Camera View	V key
On/Off Overlay.	O key
On/Off Tachometer.	D key
On/Off Map.	TAB key
On/Off Finder	F key
Rescue.	H key
Handbrake.	E key
Toggle 4WD/2WD	4 key
Shift Up.	A key
Shift Down	Z key
Turn Left	Left Cursor key
Turn Right	Right Cursor key
Accelerator	Up Cursor key
Brake	Down Cursor key
Mute Sound.	CTRL-M key combination

QUICK RACE

Quick Race mode allows the player to choose any track and run a race up to 20 laps. Quick Race has the following setup screens:

CONTINUE: Select this option to move on to the Vehicle Setup Options screen.

RANDOM: Set this option to yes to have the track, weather, and time of day randomly chosen by the system.

TRACK: Use this option to select what track you would like to race on.

WEATHER: Use this option to select between the four different weather modes (Clear, Foggy, Dense Fog, or Rain.)

TIME OF DAY: Use this option to select between the four different time of day modes (Midday, Dusk, Night, or Pitch Black.)

LAPS: Use this option to select the number of laps that the race will be run (1-20).

COMPUTER DRIVERS: Use this option to select the number of AI drivers to compete against (0-7).

BACK: Select this option to move back to the main Select Mode screen.

Vehicle Setup Options

RACE: Select this option to start the race with the settings you have chosen.

VEHICLE SELECT: Use this option to select what vehicle you would like to compete with. You can choose from one of the vehicles in the list or use your career truck that you have saved. Class 1 vehicles are stock, Class 2 vehicles are lightly modified, and Class 3 vehicles are heavily modified.

VEHICLE SETTINGS: Use this option to select the vehicle settings screen. See the Vehicle Settings section for more information.

BACK: Select this option to move back to the Race Setup options screen.

TIME ATTACK

Time Attack mode allows the player to race for the fastest time on any track. Time Attack races are done with just the player's vehicle on the track and no AI vehicles. The player has the choice of running the Time Attack mode without a ghost truck, with the players ghost truck, or with someone else's ghost truck. A ghost vehicle is a fast lap replay with a transparent vehicle that cannot be collided into. While the player is driving the track trying to set their fastest time they can watch the ghost vehicle and visually tell if they are faster or slower. If the player is ahead of the ghost vehicle they are turning a faster lap time than that ghost laps time. If the player is behind the ghost vehicle then they are turning a slower time than that ghost vehicle.

Race Selection Options

START A NEW HOT LAP: Select this option if you want to create a brand new hot lap. After your first lap a ghost truck will appear which is an exact copy of your fastest lap. If you go faster the ghost lap will be replaced with the faster one.

RACE AGAINST AN EXISTING HOT LAP: Select this option if you would like to run against one of your old hot laps or if you would like to compete against someone else's hot lap. You will be given a list of Hot Laps on your system and you can choose which one that you would like to compete against.

VIEW AN EXISTING HOT LAP: Select this option if you would like to watch one of your old hot laps or someone else's hot lap like a replay. By selecting this option you will not be racing you will only be watching the ghost trucks hot lap.

View Selection Options

CONTINUE: Select this option to continue on to the Vehicle Selection screen.

TRACK: With this option you can choose which track you would like to run your hot lap session on.

LAPS: Select the number of laps in which you would like to attempt to do your hot lap (1-20).

Vehicle Selection Options

RACE: Select this option to start the race with the settings you have chosen.

VEHICLE SELECT: Use this option to select what vehicle you would like to compete with. You can choose from one of the vehicles in the list or use your career truck that you have saved.

VEHICLE SETTINGS: Use this option to select the vehicle settings screen. See the Vehicle Settings section for more information.

CAREER
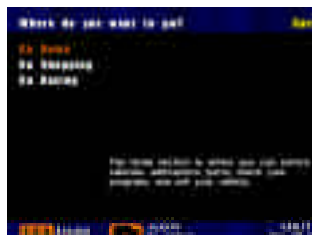
In this mode you start off with asmall amount of money and no vehicle. You must first buy a stock vehicle and then compete in races to earn more cash. With your winnings you can upgrade your vehicle with a variety of performance parts.

Race Selection Options

GO HOME: Home is where you can see the vehicles that you own, what races you have completed, and install/remove parts from your vehicles.

GO SHOPPING: This is where you buy a new vehicle and where you can purchase parts to upgrade your vehicles performance.

GO RACING: This is where you choose a race or races to compete in and earn money.

NETWORK

Network mode allows you to compete online against other 4x4 EVO owners. The network mode has extensive help files built into the game. For network mode you must have a connection to the Internet.

OPTIONS

Sound Options

MUTE: Select this option to turn all sound off.

SOUND EFFECTS: Use the slider to adjust the volume of the sound effects in the game.

BACKGROUND MUSIC: Use the slider to adjust the volume of the music in the game.

SOUND MODE: Select this option to toggle between stereo and mono sound.

OUTPUT RATE: Select this option to select the output rate of the sound.

OUTPUT QUALITY: Select this option to select the output quality level of the sound.

OUTPUT DEVICE: Use this option to select what hardware device is used for sound output.

HARDWARE: Select this option to toggle the level of hardware use in the sound.

Screen Displays Options

SPEED CONVERSION: Use this option to toggle between metric or English units of speed in the display.

FINDER: Use this option to toggle on/off the checkpoint finder arrow.

RACE INFORMATION: Use this option to toggle on/off the race information overlay.

MAP: Use this option to toggle on/off the racetrack map.

MAP ORIENTATION: Use this option to toggle how the map is drawn.

SPEEDOMETER: Use this option to toggle on/off the speedometer.

CONTROLLER SETUP: This is where you can setup your controller.

Graphics Options

VISIBLE DISTANCE: Use this option to control how far ahead the scene is drawn. Smaller view distances will improve frame rate.

SCENERY COMPLEXITY: Use this option to cycle through the different levels of scenery complexity. Less scenery will improve frame rate.

GROUND SHADOWS: Toggle On/Off the drawing of ground shadows. If your video card does not have a lot of texture memory or AGP you should turn ground shadows off.

VEHICLE SHADOWS: Use this option to toggle the different levels of truck shadows. If you have a slower machine you should run low or no truck shadows.

TIRE TRACKS: This option toggles On/Off the drawing of tire tracks.

VEHICLE DETAIL: This option can be used to set the detail to automatic or to low detail. Use low detail for better performance.

TRUCK REFLECTIONS: This option toggles On/Off the drawing of reflections on the truck body. Turn this option off for better performance.

SUN GLARE: This option toggles On/Off the drawing of sun glare. Turn this option to improve performance.

The Game Display includes all information that is available while racing. In the upper left of the screen is the Overlay. The overlay shows such information as your current lap time, your fastest lap time, the current lap, the total number of laps, your current position, the total number of racers, and the total race time. In the upper center of the screen is the Checkpoint finder. The checkpoint finder points to the next checkpoint that you must cross. Checkpoints are directional so make sure that you drive through the side that displays the checkpoint number on the checkpoint. On the Checkpoint finder will be a number. The number corresponds to the next checkpoint that you must drive through. If the checkpoint find-

er arrow turns red you are headed in the wrong direction. If the checkpoint finder is green you are heading in the right direction. In the upper right of the screen is the track map. The track map shows the general course of the track as well as the vehicles racing. You can use this map to see your position relative to everyone else. In the bottom of the screen is the dash. The dash displays your tachometer (RPM), speedometer, odometer, current gear, and current four-wheel drive mode.

REPLAY SCREEN

The Replay Screen allows you to watch a portion of your previous race or one that has been saved to a file. The Replay Screen has controls that are similar to a VCR. Beyond controlling the direction and speed that the replay is played in you can also change the camera angle and vehicle that the camera is focusing on. Lastly you can save a replay to a file so that you can watch it again at a later time. The diagram below describes what each icon in the replay bar does.

VEHICLE SETTINGS

Setting up your vehicle is important to getting the most speed out of it. On all vehicles a player can adjust the Tire Type, Transmission, and Handling Balance. In order to adjust the other options you much pur - chase a certain part for each option.

TIRE TYPE: The available tire types are slick, medium cut, deep cut, and studded. Each tire type is designed to provide optimum traction on certain surfaces. The slick tire has no tread pattern and is designed for pavement only. The medium cut tire has a tread pattern designed for dirt and gravel roads. The deep cut tire has very aggressive tread pattern and is designed for mud, and sandy terrain. The studded tire has a tread pattern along with metal studs. The studded tire is designed for snow and ice roads.

TRANSMISSION TYPE: The two available transmission types are automatic and manual. The automatic transmission will perform shifting for

you. The manual transmission requires you to do all up and down shift-ing. The manual transmission allows you to shift exactly when you want to where the automatic transmission only up or down shifts and preset rpm's.

SUSPENSION: In order to enable the suspension setting your vehicle must be equipped with race springs/dampers. If your vehicle did not come equipped with race springs/dampers you can purchase them in career mode. The suspension settings allow you to adjust the relative stiffness of the spring/damper combination. A soft setting will allow your vehicle to smoothly ride over bumps and rough terrain. A stiff set-ting will make your vehicle bounce over bumps and rough terrain. A soft setting will make your vehicle less responsive to steering input. A stiff set-ting will make your vehicle more responsive to steering input.

AXLE RATIO: In order to enable the axle ratio setting your vehicle must be equipped with a racing gearbox or a ring and pinion gear set. If

your vehicle did not come equipped with a racing gearbox or a ring and pinion gear set you can purchase one in career mode. The axle ratio setting allows you to adjust the final drive of your vehicle. By adjusting the slider to the left your vehicle will have greater acceleration but less top speed. Greater Acceleration is useful on tracks that have lots of tight and twisty corners and no straights. If you adjust the slider to the right your vehicle will have greater top speed potential but slower accel-eration. Greater top speed potential is useful on tracks that have very fast corners and long straights.

BRAKE BALANCE: In order to enable the brake balance setting your vehicle must be equipped with a brake proportioning valve. If your vehi-cle did not come equipped with a brake proportioning valve you can purchase one in career mode. The Brake Balance setting allows you to adjust how the vehicle behaves under braking. If the slider is adjusted towards the front (left side) the front brakes will get more power than the

rear. More front braking will cause your vehicle to be very stable under braking but very difficult to turn while braking. If the slider is adjusted towards the rear (right side) the rear brakes will get more power than the front. More rear braking will cause your vehicle to be very unstable under braking but very easy to turn while braking.

TORQUE SPLIT: In order to enable the torque split setting your vehicle must be equipped with a racing transfer case. If your vehicle did not come equipped with a racing transfer case you can purchase one in career mode. The torque split setting allows you to adjust how power is distributed between the front and rear tires of your vehicle while in 4WD mode. If the slider is adjusted towards the front (left side) then the front tires will get more torque than the rear. More torque on the front tires helps steer the vehicle through the corners but can also cause your vehicle to understeer. The front tires will spin easier than the rear if they have more torque. If the slider is adjusted to the rear (right side) then the rear

tires will get more torque than the front. More torque on the rear tires helps the vehicle accelerate quicker. Too much torque on the rear can cause the rear tires to spin easily.

HANDLING BALANCE: The handling balance slide allows you to adjust how the vehicle is balanced while cornering. If the slider is adjust towards understeer (left side) the vehicle will be easy to control but difficult to turn. If the slider is adjusted towards oversteer (right side) the vehicle will be more difficult to control but will turn very quickly.

GENERAL TIPS

Set the handling balance as far towards oversteer as you can while still being able to turn laps without spinning out or sliding too much. If you slide too much you will loose speed and have slower lap times.

Look for short cuts between check points. You will want to take the shortest path possible.

Try to keep your tires on the ground. When your tires are in the air they are unable to accelerate your vehicle.

Use the handbrake to drive around tight corners or obstacles.

If you are driving slow up a hill first try manual transmission and down shift to a lower gear. If you are still slow try using four-wheel drive low mode.

If you are spinning your tires too much do not use full throttle.

Starting off in four-wheel drive low will give you extra punch off of the starting line. Don't forget to change to four-wheel drive high before you top out in your highest gear.

TECH SUPPORT

Having a problem getting your game to run? Problems with DirectX? Sound kind of non-existent? Please check out the file readme.txt on the 4X4 EVO CD for last minute information and answers to frequently asked questions (FAQ's).

Do you want to ask a specific technical question?
E-mail us directly at Support@talonsoft.com.

If you would prefer to talk to someone in person, you can reach our tech support staff at (410) 933-9191. Our hours of operation are Monday through Friday from 9 a.m. to 5 p.m. Eastern Time.

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ACCOMPANYING MATERIALS will not be used for any purpose that may be restricted by the same laws and regulations.

TERMINATION.This Agreement is valid until terminated. This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

PROGRAM TRANSFER. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANY-ING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement.

EQUITABLE REMEDIES You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any breach(es) of this Agreement, in addition to any other available remedies.

Owner: If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

Gathering of Developers
2700 Fairmount Street
Dallas, Texas 75201
Attn: Customer Service

MANUFACTURED IN THE U.S.A